

Lab Report : 6

Problem no.- 1: Suppose there are two classes: Animal, Tiger. The Animal class has two methods greeting() and makeSound(). The Tiger class inherit from the Animal class and override the two methods. Tiger class also have its unique method named bite(). Now write a java program to create a Tiger class that will inherit Animal class.

Code :

```
import java.util.Scanner;

abstract class Animal {

    public abstract void greeting();

    public abstract void makeSound();
}

class Tiger extends Animal {

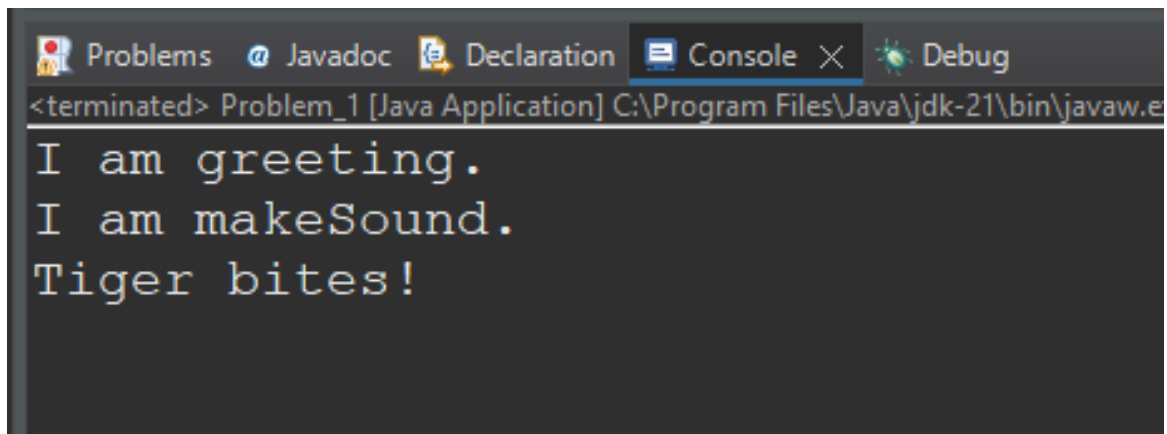
    public void greeting() {
        System.out.println("I am greeting.");
    }

    public void makeSound() {
        System.out.println("I am makeSound.");
    }

    public void bite() {
        System.out.println("Tiger bites!");
    }
}
```

```
}  
}  
public class Problem_1 {  
    public static void main(String[] args) {  
  
        Tiger tiger = new Tiger();  
  
        tiger.greeting();  
        tiger.makeSound();  
        tiger.bite();  
    }  
}
```

Output :



The screenshot shows an IDE's console window with the following tabs: Problems, Javadoc, Declaration, Console, and Debug. The Console tab is active, displaying the output of a Java application. The output consists of three lines: "I am greeting.", "I am makeSound.", and "Tiger bites!". The window title bar indicates the application is "Problem_1 [Java Application]" and the path is "C:\Program Files\Java\jdk-21\bin\javaw.e".

```
<terminated> Problem_1 [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.e  
I am greeting.  
I am makeSound.  
Tiger bites!
```